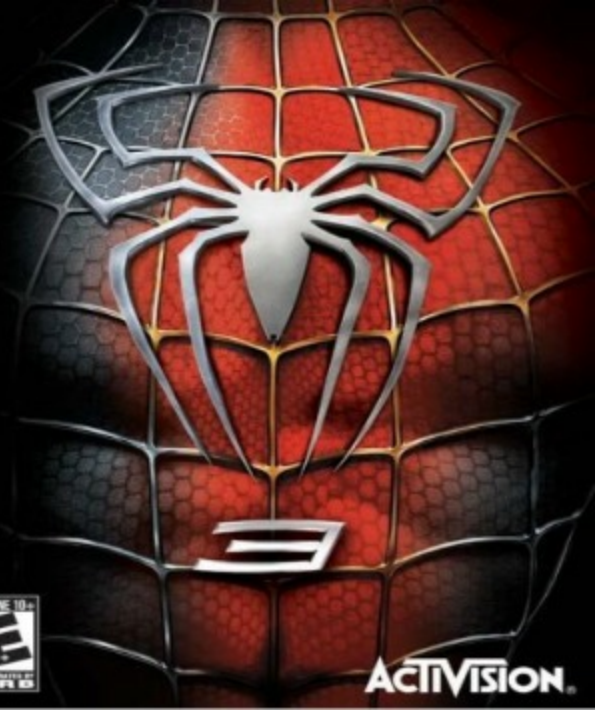


GAME BOY ADVANCE

SPIDER-MAN



ACTIVISION

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WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

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Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

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- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
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Rev-D (L)



Descriptors

Cartoon Violence

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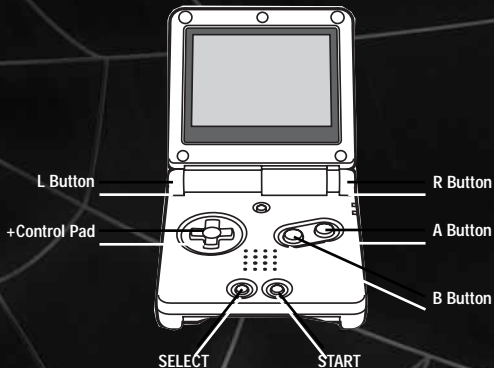
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GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Spider-Man 3™* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

GAME BOY® ADVANCE CONTROLS



THE STORY

Finally coming to terms with his powers and abilities while still trying to be a normal guy with a girlfriend, Spider-Man must now deal with a city that's teeming with plots of revenge, and criminal masterminds trying to seize control of New York City's seat of government. To make matters worse, a new pair of super-powered threats is coming closer to Spider-Man's hometown, closer than he could ever imagine.

BASIC CONTROLS

SPIDERMAN ACTIONS	CONTROLS
Jump/Swing	A Button
Punch/Kick (+modifier)	B Button
Web-line: Web Zip, Web Bind, Web Pull	R Button
Attack Modifier – Kick Moves	L Button

SPIDERMAN ACTIONS	CONTROLS
Movement/Web Targeting (+ Web-line)	+Control Pad
Mission Objectives	SELECT
Pause Menu	START

MAIN MENU

Start Game – Select **Start Game** to begin playing *Spider-Man 3*. In the Save Slot Select screen, you can begin a new game or continue playing a saved game.

View Credits – Select **View Credits** to view the game credits.

SAVE SLOT SELECT

Start a new game or continue a saved game from the Save Slot Select screen. To start a new game, select the empty slot with the +Control Pad. *Spider-Man 3™* saves automatically so you can continue your game later.

To continue a saved game, simply select the appropriate save slot and press **Accept**.

To erase an already saved game, select **Erase** and confirm your selection. Once you erase a game, it cannot be recovered.

Mission Selection – This screen shows your current Mission. You can also go back and replay previously finished Missions.

IN-GAME PAUSE MENU

To bring up the Pause Menu, press **START** during gameplay. The Pause Menu options are:

- **Resume** – Continue gameplay.
- **Quit Level** – Quit the game and return to the Level Select map screen.
- **Sleep** – Put the GBA into Sleep Mode to save batteries. Press the **L + R** Buttons and **SELECT** to recover from Sleep Mode.
- **Sound** – Adjust the volume level of sound effects and music.

HUD

Health and Rage Meters – Spider-Man's meters are displayed in the upper left corner of the screen. The top bar filled with green squares indicates how many hits Spider-Man can endure before being knocked out. The bar under the Health Meter indicates how much rage Spider-Man has built up while fighting criminals. See page 11 for more information on how the Rage Meter affects Black-Suited Spider-Man.

Spider-Sense – Whenever Spider-Man is about to be attacked or is in imminent danger, Spider-Man's Spider-Sense will activate, flashing the Health Meter, warning you of an oncoming threat.

Current Objective – A directional arrow will appear on the top center of the screen to indicate the next Objective in a level.

SPIDER-MAN MOVEMENT

Run – Press ← or → on the +Control Pad.

Crouch – Press ↓ on the +Control Pad.

Jump – Press the **A** Button. Hold the **A** Button longer to jump higher.

Web Swing – Press and hold the **A** Button while in the air. Once you've completed a full Swing, Spider-Man will release the Web-line. Press the **A** Button again while in the air to shoot another Web-line and continue swinging.

Web Zip – Hold the **L** Button and a **direction** (←→↑↓) on the +Control Pad, then press the **R** Button to shoot out a Web-line. If the Web-line hits a surface, Spider-Man will automatically zip to it.

SPIDER-MAN COMBAT

Punch – Press the **B** Button.

Kick – Press the **L** + **B** Buttons.

Swing Kick – Press **B** Button while swinging over an enemy.

Special Moves

Spider-Man's Special Moves allow him to do amazing things. As Spider-Man follows the unfolding story, new moves and abilities will unlock and become available for use. How-to instructions are displayed in-game when each new move is unlocked. Special Combat Moves are automatically unlocked upon completion of certain levels.

REWARDS AND PROGRESSION

As Spider-Man progresses through the game, he can find and acquire special Power-up rewards scattered throughout game levels. If Spider-Man ever gets knocked out, he will lose his Power-ups and will need to collect new ones. Fortunately, you can always go back and replay completed levels.

Spider-Man Power-Ups

- Health
- Increased melee damage
- Increased web capture duration

BLACK-SUITED SPIDER-MAN

As you punch and kick your way through the Missions, your Rage Meter will fill up. When it's completely filled, Spider-Man's rage will overcome him, and he'll switch into the Black Suit, allowing for a whole new range of attacks and combos. If Black-Suited Spider-Man takes any damage, he'll automatically switch back into Spider-Man.

SPECIAL MOVES

Spider-Man's Special Moves

Crouch Roll – Crouched rolling evade

Dash – Quick burst of speed

Sweep Punch – Dual-strike punch

Web Pull – Mid-range attack

Black-Suited Spider-Man's Special Moves

Web Balls – Balls of webbing that damage foes

Uppercut – Spider-Man's big clearing hit

Charge – Spider-Man's traversal attack

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